

The Path of the Katana

Difficulty level: 

MEMORIES

- You recall the event that led to your exile.

You were having tea with your mistress; place the silhouette of the woman at the table opposite the other silhouette.

Both of you fell asleep, and a shadowy figure entered the room; position the two women's silhouettes so they are lying near the table.

When you awoke, the katana was gone. As a result, you were held responsible and banished from the estate; place the silhouette outside and remove the katana from the scene.



- You pull yourself from your daydreams and spend time in your cabin playing the flute () . The scroll of seasonal melodies () depicts four seasons from left to right (summer, fall, winter, and spring), with the notes you need to play for each season shown from top to bottom, as well as different colors and their combinations.

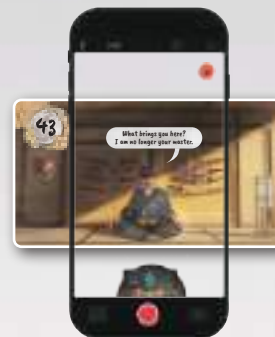
Access Machine  and play the sequence of notes corresponding to each season.

- First, summer: play yellow, blue, green, and then red.
- Next, autumn: play red, blue, purple (pressing red and blue simultaneously), then yellow.
- Then, winter: play blue, orange (pressing red and yellow simultaneously), followed by red, then cyan (pressing green and blue simultaneously).
- Lastly, spring: play green, yellow, cyan (pressing green and blue simultaneously), and finally black (pressing all notes at once).



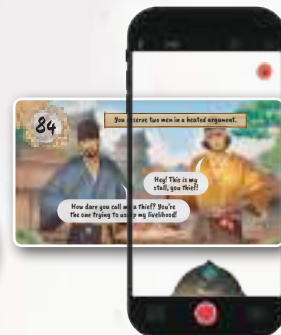
- In the village of Kamakura, you encounter a katana master with a fox mask on the wall behind him (43). Dame Koda's notes mention something about a fox and politeness (51).

To emulate the behavior your mistress demonstrated during your time in her service, press the dedicated button , select "Respect" (the option closest to politeness), and scan card 43.



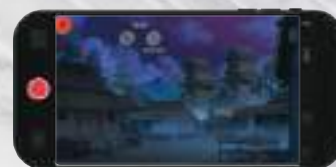
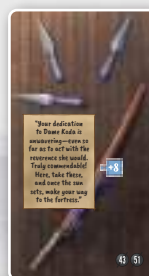
- In another part of Kamakura, two men are engaged in a heated argument (84). One man is masquerading as a merchant, but the monk (74) asserts that he has provided all the merchants with talismans identical to the one secured to his belt. The man on the right is wearing a red talisman, which means he is not a merchant.

Press the dedicated button , select "Justice", scan card 84, and then select the character on the right.



- To reach the fortress itself, heed the guidance of both the katana master (8) and the thief (87).

Access Machine 91, close the shutters on each of the shops, then bring the sun down to transform the day into night.



- You're heading to the fortress, but the paths are heavily guarded. To bypass the guards, follow the path etched in the sand (24) to choose your next destination.

Tap the various locations in the same sequence illustrated to the right.



THE FORTRESS

- ▶ When you arrive at the fortress of Kamakura (47), you wait for the lights in the watchtowers to go out.

Hide the lights to reveal the number 14.

Take card 14.



- ▶ With the lights out, you circle around to the rear of the fortress to reach the tower on the north side (14).

The thief said he marked specific walls of the fortress to aid his ascent (87). You can follow his path by using your *kunai* (8) and placing them on each piece of yellow cloth.

The *kunai* reveal 8, +, and 11: $8 + 11 = 19$.

Take card 19.



- ▶ You climb the tower and arrive on the rooftop of the fortress (19). You can see light coming from Dame Koda's chambers.

You take the shortest route from the tower to her chambers, crossing the spots on the rooftops marked T, H, R, E, and E, which spell out the number three.

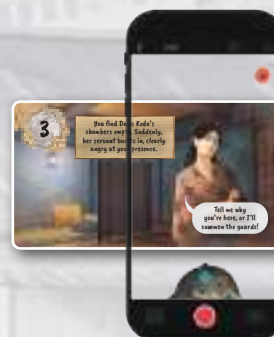
Take card 3.



- ▶ Your mistress, Dame Koda, is not in her chambers. Her servant doesn't recognize you and is about to call out for the guards.

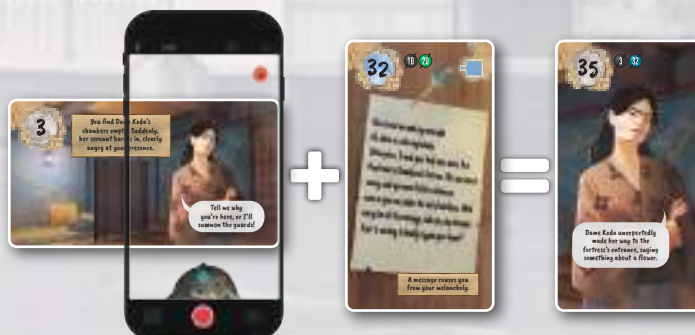
To earn her trust, you decide to embody honesty.

Press the dedicated button , select "Honesty", and then scan card 3.



- ▶ You explain the situation to the servant (3) and show her the message you received (32): $3 + 32 = 35$.

Take card 35.



- ▶ According to the servant (35), Dame Koda went to the fortress entrance and mentioned a flower.

You found a red flower inside Dame Koda's chest (80), but from the rooftop (19), you saw a spot with red flowers near the fortress entrance.

You leave Dame Koda's chambers and head to that location by traversing the rooftops, crossing the spots marked S, I, X, T, and Y, which spell out sixty.

Take card 60.



- ▶ When you arrive at the chambers of the fortress's master, you come face-to-face with him and find Dame Koda lying unconscious on the floor (60).

He demands that you betray Dame Koda and join his ranks. You show loyalty to your mistress and refuse his offer.

Press the dedicated button , select "Loyalty", and then scan card 60.



- ▶ You unsheathe your katana (+8) and attack Master Yoru (60):

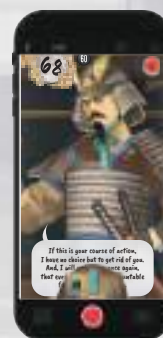
$$60 + +8 = 68.$$

Take card 68.



- ▶ Master Yoru threatens you. You muster up your courage and confront him.

Press the dedicated button , select "Courage", and then scan card 68.



- Master Yoru unsheathes his katana and launches an attack against you. To defeat him, you must strike with your katana while avoiding his blows. You can either advance to attack or jump to the left or right to evade.

Your opponent will try to close the distance between you and strike with his katana. Keep a safe distance to avoid getting hit. He will also throw projectiles at you; to defend yourself, strike in the direction of the projectile to parry it.

Attack him when he is off his guard, or otherwise not in the middle of an attack.

When Master Yoru realizes he's cornered, he will conceal his intentions by using smoke bombs. Pay close attention to his stance to anticipate his next move and react accordingly.



ATTACK



PROJECTILE



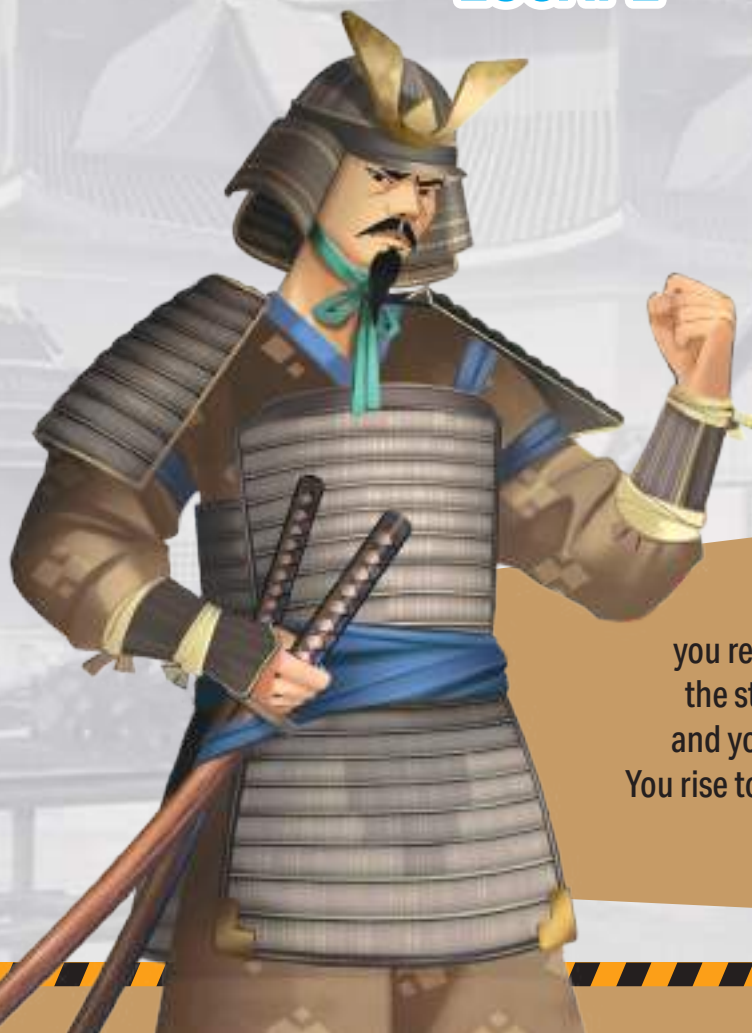
DEFENSE



ESCAPE



WAITING



After defeating Yoru in battle, you rescue your mistress, Dame Koda, and return the stolen katana to her. Your honor is restored, and you pledge yourself to her service once more. You rise to become the most renowned samurai in Japan, serving under its most powerful ruler.